



STAR WARS

THE FORCE AWAKENS
INCREDIBLE CROSS-SECTIONS

ILLUSTRATED BY KEMP REMILLARD • WRITTEN BY JASON FRY

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INTRODUCTION

GALACTIC CIVILIZATION relies on technologies that have existed for millennia. Faster-than-light communication and travel are routine, and even commonplace devices often boast vast amounts of computing power. Droids serve as cheap and expendable labor on countless planets, taking myriad forms to perform tasks too complicated, dangerous, or tedious for their organic masters. The galaxy's factions also have access to

weapons of terrifying power, and defensive capabilities meant to neutralize them. Throughout the long history of the galaxy, war has always spurred technological innovation. The galaxy now finds itself on the cusp of a new conflict that will prove no exception. The First Order has risen from the ruins of the Galactic Empire, and mobilizes for war with the New Republic, armed with the horrific products of its secret research laboratories.

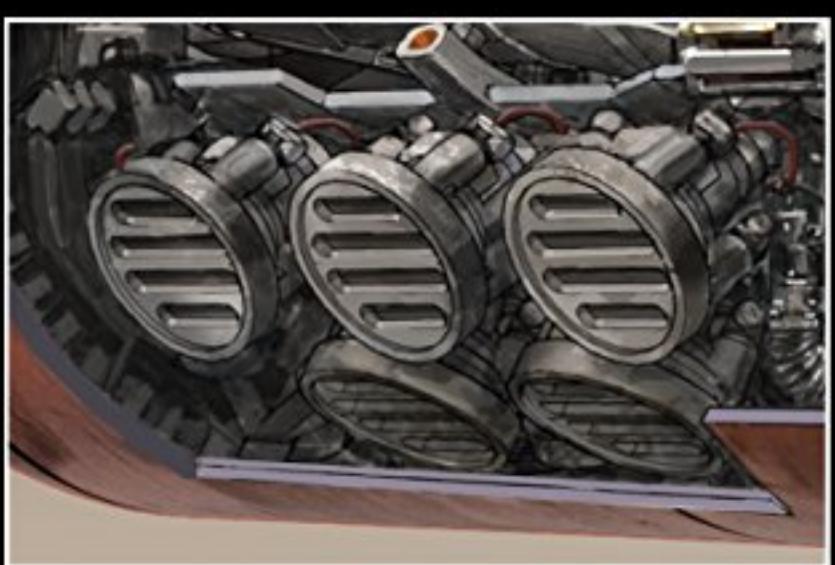
VEHICLE TECHNOLOGY

HYPERDRIVES



Hyperdrives allow ships to travel faster than light, crossing the void between stars through the alternate dimension of hyperspace. Hypermatter particles hurl a ship into hyperspace while preserving its mass/energy profile, sending it along a programmed course until it drops back into normal space at its destination. Large objects in normal space cast "mass shadows" in hyperspace, so hyperspace jumps must be precisely calculated to avoid deadly collisions.

GRAVITY



A number of galactic technologies work by manipulating gravity. Repulsorlifts allow a craft to hover or fly over a planet's surface by pushing against its gravity, producing thrust, while acceleration compensators keep starship crews alive during high-speed maneuvers. Tractor beams manipulate gravitational forces to push or pull objects, while interdiction fields create gravitational shadows that interfere with faster-than-light travel, pinning ships in normal space or yanking them out of hyperspace.

SENSORS



Sensors gather information about the area surrounding a vehicle, highlighting threats and hazards. Passive-mode sensors repeatedly scan the same area, scan-mode sensors have a longer range and collect data by emitting pulses in all directions, and search-mode sensors focus on a specific area for analysis. Data accumulated from scans is then fed into a sensor computer and relayed to a vehicle's operator. Most starships have sensor suites that analyze a wide range of spectra.

ENERGY WEAPONS



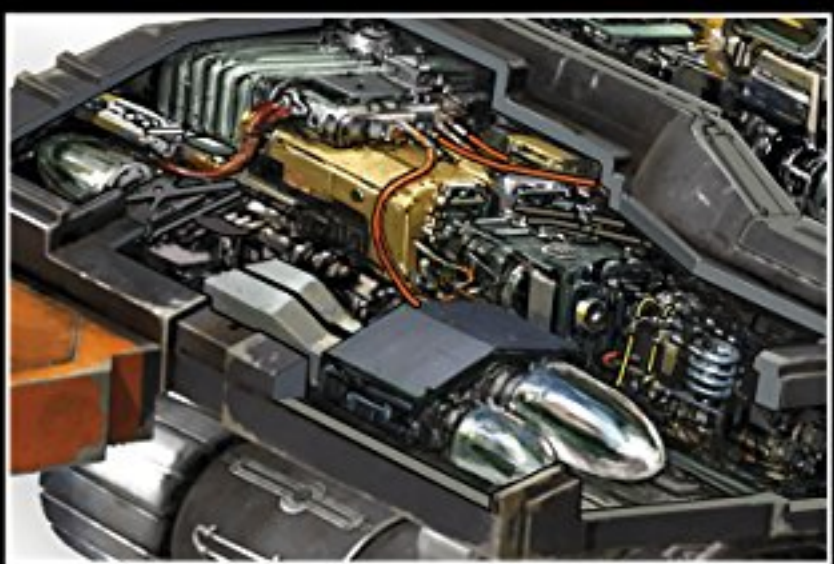
Laser cannons and turbolasers are based on the same principle as handheld blasters: energy-rich gas is converted to a glowing particle beam that can melt through targets. The largest such weapons are powerful enough to crack a planet's core. Starships also use ion cannons, which overwhelm electronic systems with ionized energy bursts, and physical ordnance such as concussion missiles and proton torpedoes, whose energy warheads release clouds of high-velocity proton particles.

POWER SOURCES



Vehicles use a range of power technologies, most of which date back to the Republic's earliest days. The most common are chemical, fission, or fusion reactors, which consume a variety of fuels based on local resources. Large starships opt for fusion systems that contain hypermatter-annihilation cores, generating vast amounts of power. Many starship fuels are hazardous to organic beings, circulating in ship systems as corrosive liquids or combustible and poisonous gases.

SHIELDS



Shields are protective force fields that repel solid objects or absorb energy. Concussion shields repel space debris, while two varieties of deflector shield protect craft in battle. Ray shields deflect or scatter energy beams, while particle shields diffuse impacts from high-velocity projectiles and proton weapons. A shield's intensity gradually diminishes with distance from its projector. Most starships use a combination of ray and particle shielding for the most reliable protection.





PERILOUS PURSUIT

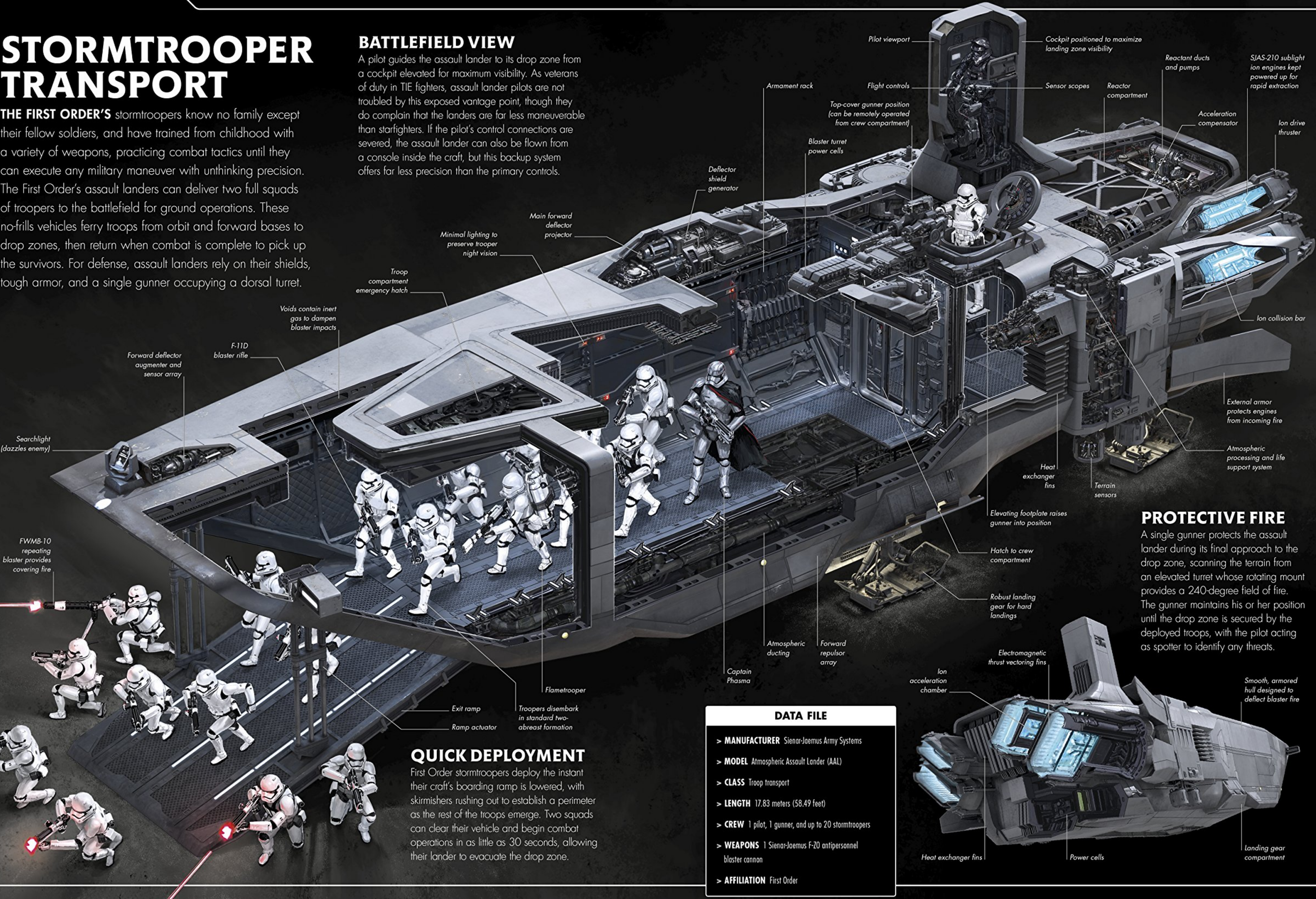
Pursued by the First Order's TIE fighters, Rey pilots the *Millennium Falcon* through the area of Jakku she knows best, seeking shelter within the hollowed-out wrecks that make up the Starship Graveyard.

STORMTROOPER TRANSPORT

THE FIRST ORDER'S stormtroopers know no family except their fellow soldiers, and have trained from childhood with a variety of weapons, practicing combat tactics until they can execute any military maneuver with unthinking precision. The First Order's assault landers can deliver two full squads of troopers to the battlefield for ground operations. These no-frills vehicles ferry troops from orbit and forward bases to drop zones, then return when combat is complete to pick up the survivors. For defense, assault landers rely on their shields, tough armor, and a single gunner occupying a dorsal turret.

BATTLEFIELD VIEW

A pilot guides the assault lander to its drop zone from a cockpit elevated for maximum visibility. As veterans of duty in TIE fighters, assault lander pilots are not troubled by this exposed vantage point, though they do complain that the landers are far less maneuverable than starfighters. If the pilot's control connections are severed, the assault lander can also be flown from a console inside the craft, but this backup system offers far less precision than the primary controls.



PROTECTIVE FIRE

A single gunner protects the assault lander during its final approach to the drop zone, scanning the terrain from an elevated turret whose rotating mount provides a 240-degree field of fire. The gunner maintains his or her position until the drop zone is secured by the deployed troops, with the pilot acting as spotter to identify any threats.

QUICK DEPLOYMENT

First Order stormtroopers deploy the instant their craft's boarding ramp is lowered, with skirmishers rushing out to establish a perimeter as the rest of the troops emerge. Two squads can clear their vehicle and begin combat operations in as little as 30 seconds, allowing their lander to evacuate the drop zone.

DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Army Systems
- > **MODEL** Atmospheric Assault Lander (AAL)
- > **CLASS** Troop transport
- > **LENGTH** 17.83 meters (58.49 feet)
- > **CREW** 1 pilot, 1 gunner, and up to 20 stormtroopers
- > **WEAPONS** 1 Sienar-Jaemus F-20 antipersonnel blaster cannon
- > **AFFILIATION** First Order



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OUT OF THE SHADOWS

Crisscrossing inside their transport, stormtroopers of the First Order prepare for battle. They have been trained since birth for a single purpose—to crush their enemies without mercy.

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POE'S X-WING

THE T-70 X-WING is a favorite craft of Resistance pilots, including Poe Dameron, who flies a customized example codenamed *Black One*. The latest incarnation of the venerable X-wing family, the T-70 is faster than the ships that formed the backbone of the Alliance's starfighter corps during the Galactic Civil War and is equipped with more powerful weapons. X-wings are more expensive and complex than the First Order's TIE fighters, but much more versatile. They are nimble enough for dogfighting but powerful enough to slug it out with enemy capital ships.





ACES HIGH

Once upon a time, a brave young X-wing pilot destroyed the Galactic Empire's ultimate weapon. Now, a bold new generation of Resistance aces continue the fight against the First Order.

COMMAND SHUTTLE

THE FIRST ORDER'S top officers and dignitaries travel in bat-winged command shuttles, heavily guarded by TIE fighter escorts. Looking like dark birds of prey, command shuttles have formidable heavy laser cannons, but their biggest asset is their defensive capabilities. Advanced sensor suites in the upper wings monitor communications and scan for potential enemies long before they reach firing range, while the lower wings are lined with efficient shield projectors and powerful jammers. These technologies are the products of secret research conducted in the First Order's hidden shipyards and laboratories. One of these shuttles ferries the dark side apprentice Kylo Ren from the Star Destroyer *Finalizer* to the forlorn desert world of Jakku, in search of a secret that could allow Kylo to fulfil his destiny.

DATA FILE

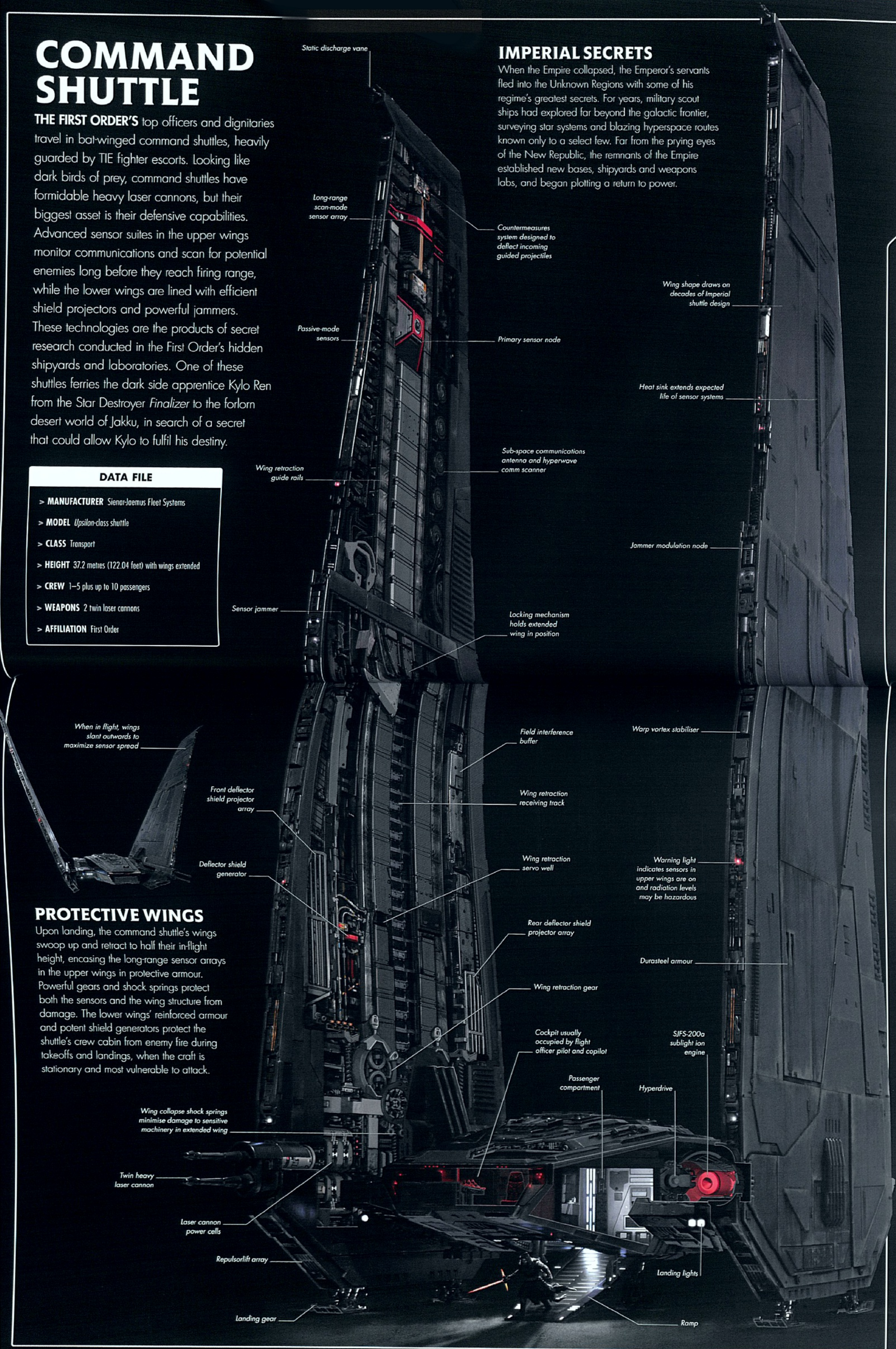
- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** Upsilon-class shuttle
- > **CLASS** Transport
- > **HEIGHT** 37.2 metres (122.04 feet) with wings extended
- > **CREW** 1–5 plus up to 10 passengers
- > **WEAPONS** 2 twin laser cannons
- > **AFFILIATION** First Order

PROTECTIVE WINGS

Upon landing, the command shuttle's wings swoop up and retract to half their in-flight height, encasing the long-range sensor arrays in the upper wings in protective armour. Powerful gears and shock springs protect both the sensors and the wing structure from damage. The lower wings' reinforced armour and potent shield generators protect the shuttle's crew cabin from enemy fire during takeoffs and landings, when the craft is stationary and most vulnerable to attack.

IMPERIAL SECRETS

When the Empire collapsed, the Emperor's servants fled into the Unknown Regions with some of his regime's greatest secrets. For years, military scout ships had explored far beyond the galactic frontier, surveying star systems and blazing hyperspace routes known only to a select few. Far from the prying eyes of the New Republic, the remnants of the Empire established new bases, shipyards and weapons labs, and began plotting a return to power.



Static discharge vane

Long-range scan-mode sensor array

Countermeasures system designed to deflect incoming guided projectiles

Wing shape draws on decades of Imperial shuttle design

Passive-mode sensors

Primary sensor node

Heat sink extends expected life of sensor systems

Wing retraction guide rails

Sub-space communications antenna and hyperwave comm scanner

Jammer modulation node

Sensor jammer

Locking mechanism holds extended wing in position

When in flight, wings slant outwards to maximize sensor spread

Field interference buffer

Warp vortex stabiliser

Front deflector shield projector array

Wing retraction receiving track

Deflector shield generator

Wing retraction servo well

Warning light indicates sensors in upper wings are on and radiation levels may be hazardous

Rear deflector shield projector array

Durasteel armour

Wing retraction gear

Cockpit usually occupied by flight officer pilot and copilot

SJFS-200a sublight ion engine

Wing collapse shock springs minimise damage to sensitive machinery in extended wing

Passenger compartment

Hyperdrive

Twin heavy laser cannon

Laser cannon power cells

Repulsorlift array

Landing lights

Landing gear

Ramp



NEW GENERATION
Constructed in secret, deep in the Unknown Regions, the First Order's Star Destroyers mark an ominous resurrection of the iconic warships that once enforced Imperial tyranny in the galaxy.

THE POWERFUL FLAGSHIP used by General Hux and Kylo Ren, the *Finalizer* is the first of the new *Resurgent*-class Star Destroyers, whose size and firepower clearly violate the treaties between the New Republic and First Order governing capital ships. The *Finalizer*'s heavy weapons are augmented by two wings of starfighters, a hundred assault craft and a full legion of stormtroopers trained since birth for loyalty to the First Order. Many in the New Republic dismiss sightings of these ships as typical Resistance fearmongering. But Leia Organa knows the *Resurgent*-class is all too real, and her operatives obsessively track reports of these warships

The First Order lacks the resources to build huge numbers of massive capital ships like those that once served the Emperor. But the lessons of Imperial power have not been lost on the First Order's ship designers. The *Finalizer* is a devastating weapons platform and highly effective carrier, but it is also a symbol of the new regime's power, designed to recall the era when Imperial might was at its greatest, and inspire awe in the First Order's enemies.

While its size evokes the command ships of the Empire, the *Finalizer's* design recalls those of Republic-era capital ships from the Clone Wars. Her dorsal flight deck, side hangars and prominent keel are similar to elements of the *Ventator*-class Star Destroyer, reflecting a renewed appreciation among First Order tacticians for capital ships' role as carriers. The *Finalizer* can launch her full complement of starfighters and assault ships much more quickly than her predecessors in the Imperial Navy could. Other Imperial-era design flaws have also been rectified – the need for a better-protected command bridge with increased redundancy in command and control systems was a hard lesson learned from the loss of the *Executor* at the Battle of Endor.

Massive turbolaser turrets and heavy ion cannons dot the flanks of the *Finalizer's* upper hull, with an additional brace of forward batteries set on either side of the bow. Designed for orbital assaults and slugging matches with enemy capital ships, these turbolasers can overload shields, punch through thick armour and reduce planetary surfaces to molten slag. Smaller point-defence turrets and missile emplacements complement these heavy weapons, tracking more nimble enemies, while the *Finalizer's* TIEs stand ready to destroy starfighters ship-to-ship.

The Resurgent-class's turbochargers burn faster than Imperial-era weapons and boast a faster recharge rate. This advantage stems from kyber focusing crystals harvested from a secret source deep in the Unknown Regions. Other First Order captains have clamoured for upgrades to their own warships, but military-grade crystals are in short supply. Rumours abound that they are delivered to secret weapons labs, forbidden to all but the First Order's uppermost ranks.

- > **MANUFACTURER** Kuat-Entralla Engineering
- > **MODEL** Resurgent-class Star Destroyer
- > **CLASS** Star Destroyer
- > **LENGTH** 2,915.81 metres (9,566.29 feet)
- > **CREW** 19,000 officers, 55,000 enlisted, 8,000+ stormtroopers
- > **WEAPONS** More than 3,000 turbolasers and ion cannons
- > **AFFILIATION** First Order

REY'S SPEEDER

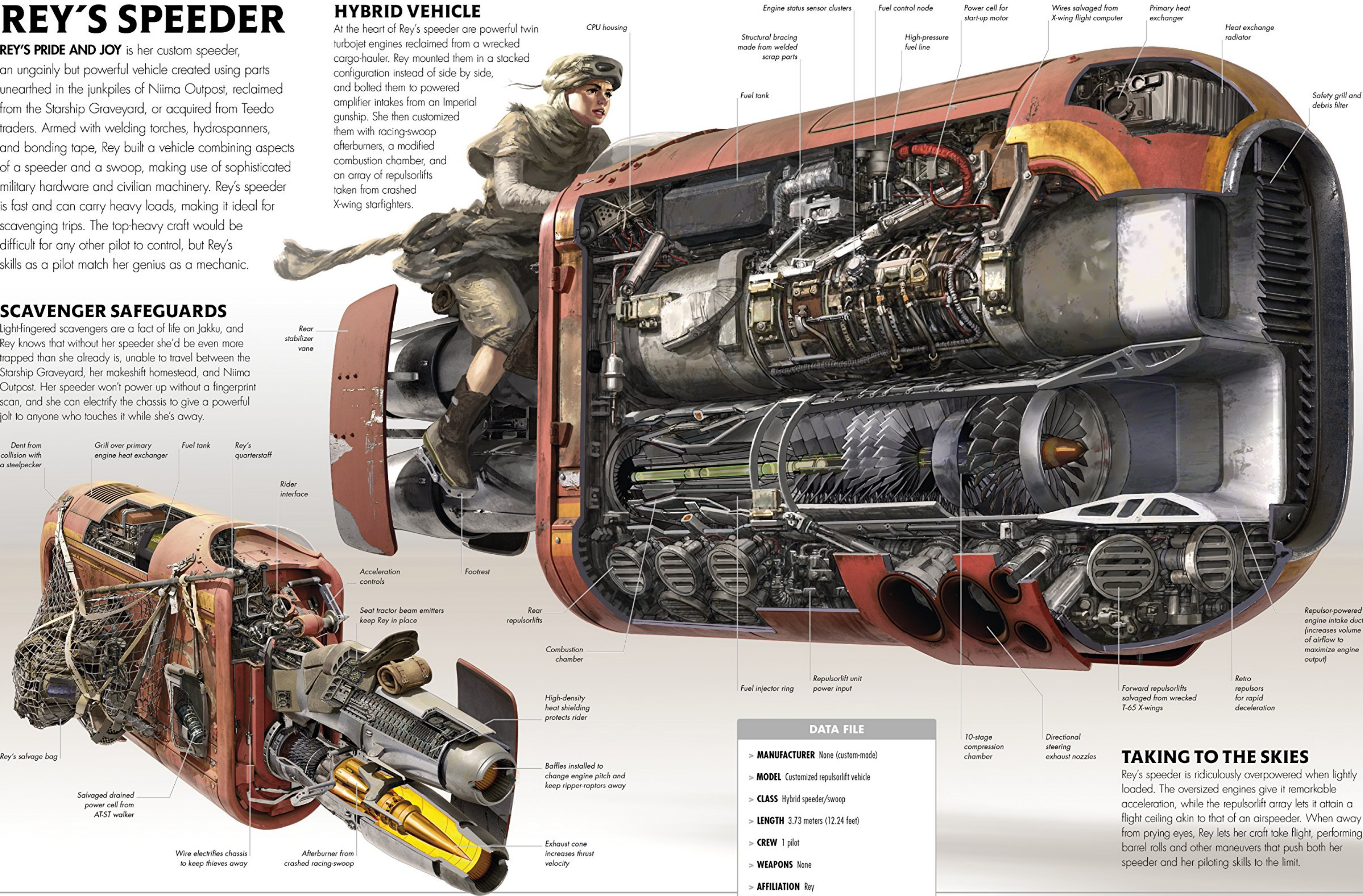
REY'S PRIDE AND JOY is her custom speeder, an ungainly but powerful vehicle created using parts unearthed in the junkpiles of Niima Outpost, reclaimed from the Starship Graveyard, or acquired from Teedo traders. Armed with welding torches, hydrospanners, and bonding tape, Rey built a vehicle combining aspects of a speeder and a swoop, making use of sophisticated military hardware and civilian machinery. Rey's speeder is fast and can carry heavy loads, making it ideal for scavenging trips. The top-heavy craft would be difficult for any other pilot to control, but Rey's skills as a pilot match her genius as a mechanic.

SCAVENGER SAFEGUARDS

Light-fingered scavengers are a fact of life on Jakku, and Rey knows that without her speeder she'd be even more trapped than she already is, unable to travel between the Starship Graveyard, her makeshift homestead, and Niima Outpost. Her speeder won't power up without a fingerprint scan, and she can electrify the chassis to give a powerful jolt to anyone who touches it while she's away.

HYBRID VEHICLE

At the heart of Rey's speeder are powerful twin turbojet engines reclaimed from a wrecked cargo-hauler. Rey mounted them in a stacked configuration instead of side by side, and bolted them to powered amplifier intakes from an Imperial gunship. She then customized them with racing-swoop afterburners, a modified combustion chamber, and an array of repulsorlifts taken from crashed X-wing starfighters.



DATA FILE

> **MANUFACTURER** None (custom-made)

> **MODEL** Customized repulsorlift vehicle

> **CLASS** Hybrid speeder/swoop

> **LENGTH** 3.73 meters (12.24 feet)

> **CREW** 1 pilot

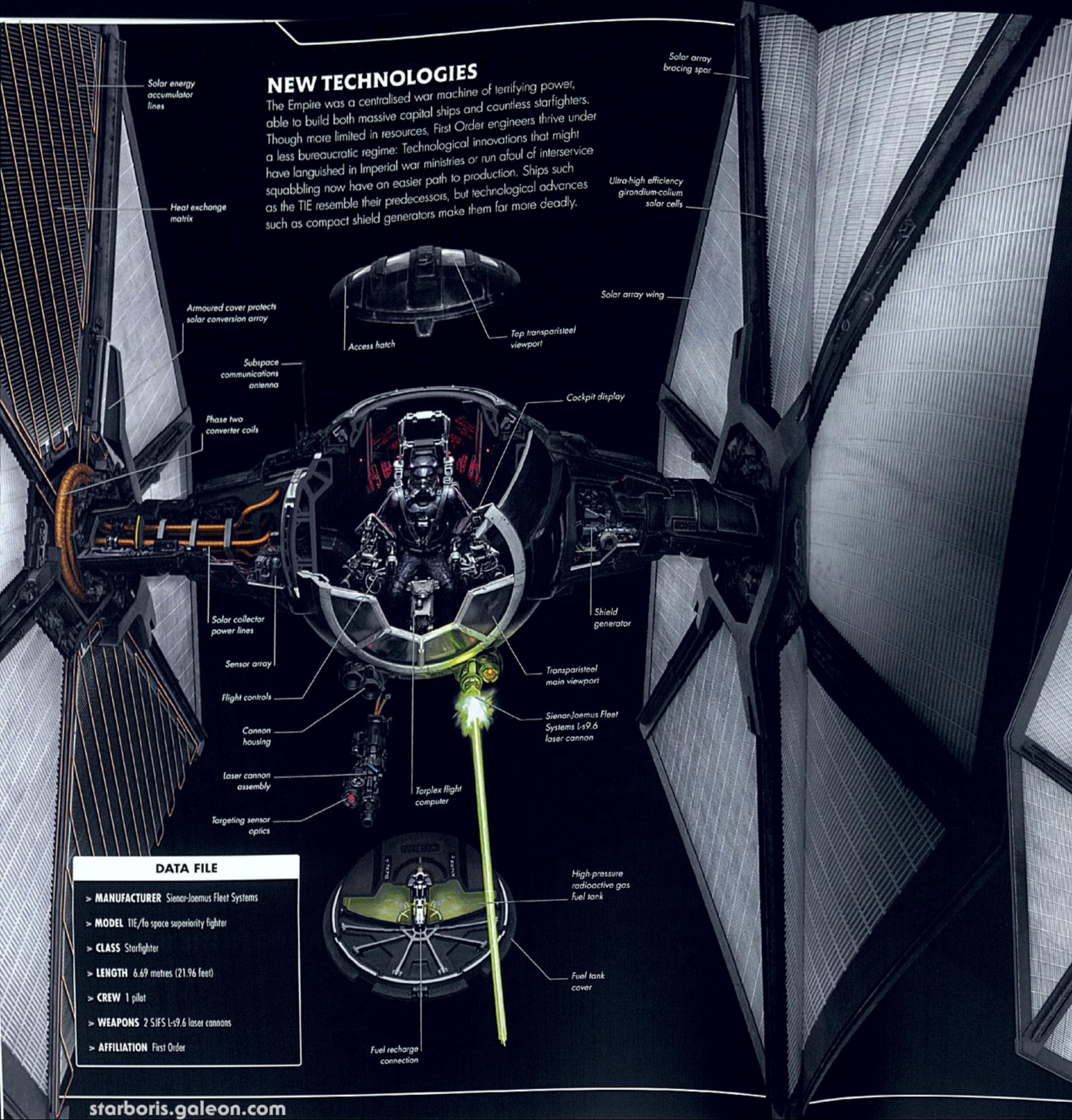
> **WEAPONS** None

> **AFFILIATION** Rey

TAKING TO THE SKIES
Rey's speeder is ridiculously overpowered when lightly loaded. The oversized engines give it remarkable acceleration, while the repulsorlift array lets it attain a flight ceiling akin to that of an airspeeder. When away from prying eyes, Rey lets her craft take flight, performing barrel rolls and other maneuvers that push both her speeder and her piloting skills to the limit.

NEW TECHNOLOGIES

The Empire was a centralised war machine of terrifying power, able to build both massive capital ships and countless starfighters. Though more limited in resources, First Order engineers thrive under a less bureaucratic regime: Technological innovations that might have languished in Imperial war ministries or run afoul of interservice squabbling now have an easier path to production. Ships such as the TIE resemble their predecessors, but technological advances such as compact shield generators make them far more deadly.



DATA FILE

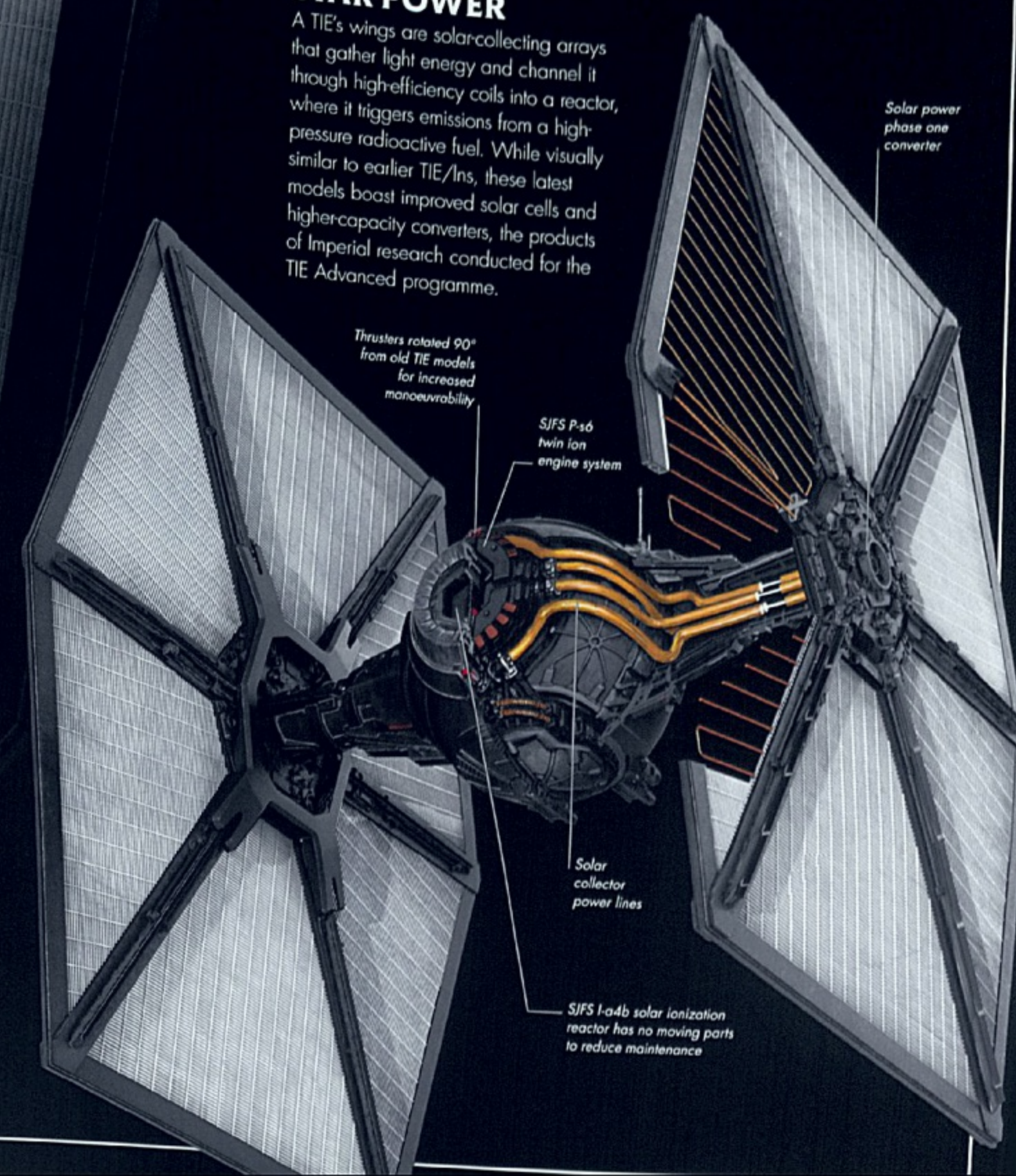
- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** TIE/fo space superiority fighter
- > **CLASS** Starfighter
- > **LENGTH** 6.69 metres (21.96 feet)
- > **CREW** 1 pilot
- > **WEAPONS** 2 SIFS L-s9.6 laser cannons
- > **AFFILIATION** First Order

TIE FIGHTER

DECADES AFTER ITS introduction, the TIE fighter remains a symbol of power and prestige for the First Order. TIEs are primarily attack craft, using their twin ion engines to hunt down and swarm enemies. Like their Imperial ancestors, First Order TIEs lack hyperdrives, and thus are reserved for short-range combat missions. But where the Empire treated its pilots as expendable, the First Order values them as critical military assets. TIE cadets receive extensive training in secret flight schools far from space explored by the New Republic, and their fighters now boast onboard deflector shields to bolster their defences.

STAR POWER

A TIE's wings are solar-collecting arrays that gather light energy and channel it through high-efficiency coils into a reactor, where it triggers emissions from a high-pressure radioactive fuel. While visually similar to earlier TIE/Ins, these latest models boast improved solar cells and higher-capacity converters, the products of Imperial research conducted for the TIE Advanced programme.



BATTLE ABOVE THE SANDS

A generation ago, burning warships plummeted from space into the desolate wastes of Jakku. Now war has returned to the planet, as the *Millennium Falcon* duels with pursuing First Order TIE fighters.



SF TIE FIGHTER

THE FIRST ORDER'S feared Special Forces have considerable resources at their disposal. These include a specialized model of TIE fighter that packs additional armament into a craft designed for long-range operations away from a base or command ship. Special Forces TIEs are two-person fighters that carry a hyperdrive and deflector shields, as well as banks of high-yield deuterium cells that provide additional power to the engines, weapons, or shields and can be recharged from the TIE's solar panels. The TIE/sf's heavy weaponry and improved defensive capabilities make it a versatile attack ship suited to a range of mission profiles, from reconnaissance to combat operations.

WEAPONS PLATFORM

The Special Forces TIE's deuterium cells drive a weapons package far more powerful than that of a TIE/fo. The TIE/sf's primary weapons are its front-facing laser cannons, but a heavy weapon turret and warhead launcher gives it a 360-degree field of fire and the ability to deliver specialized ordnance. The pilot can fire all weapons, but the turret is ideally controlled by the TIE/sf's rear-facing gunner.

Twin reactors give greater redundancy and survivability

Thrust nozzle

Starboard ion reactor

Miniaturized hyperdrive

Rear gunner's seat

Power trunking

Ejector seat explosive booster

High-pressure radioactive gas fuel tank

Heavy weapon turret

DATA FILE

- > **MANUFACTURER** Sienar-Jaemus Fleet Systems
- > **MODEL** TIE/sf space superiority fighter
- > **CLASS** Starfighter
- > **LENGTH** 6.69 meters (21.96 feet)
- > **CREW** 2 (pilot and gunner)
- > **WEAPONS** 2 Sienar-Jaemus Fleet Systems Ls9.6 laser cannons, SJFS Lb-14 dual heavy laser turret, Kuat Drive Yards Arakyd ST7 concussion and mag-pulse warhead launcher
- > **AFFILIATION** First Order

MASS EFFECT

Where the TIE/fo uses a single ion reactor aft of the pilot's seat, the TIE/sf derives power from twin reactors set on either side of the command pod. The TIE/sf's additional armament, shield generators, and power-cell banks create more heat than the craft can dissipate, a problem designers at Sienar-Jaemus have attempted to solve with an experimental ion-flux cooling system. All of these systems make the TIE/sf substantially heavier than a standard TIE, and the pylons between the command pod and wings have been reinforced with layers of alloy bracing.

Long-range communications antenna

Top hatch

Ejector seat

Rear gunner's viewport

Seat restraints

Gunner targeting display

Red hull shows Special Forces status

Overdrive ion-flux cooling system

Heavy-duty power coupling

Pilot's viewport

SJFS Ls9.6 laser cannon

Left-hand flight control column

Specialized alloy bracing frame

Deflector shield generator

Pre-charged deuterium power cells

Phase two converter coils

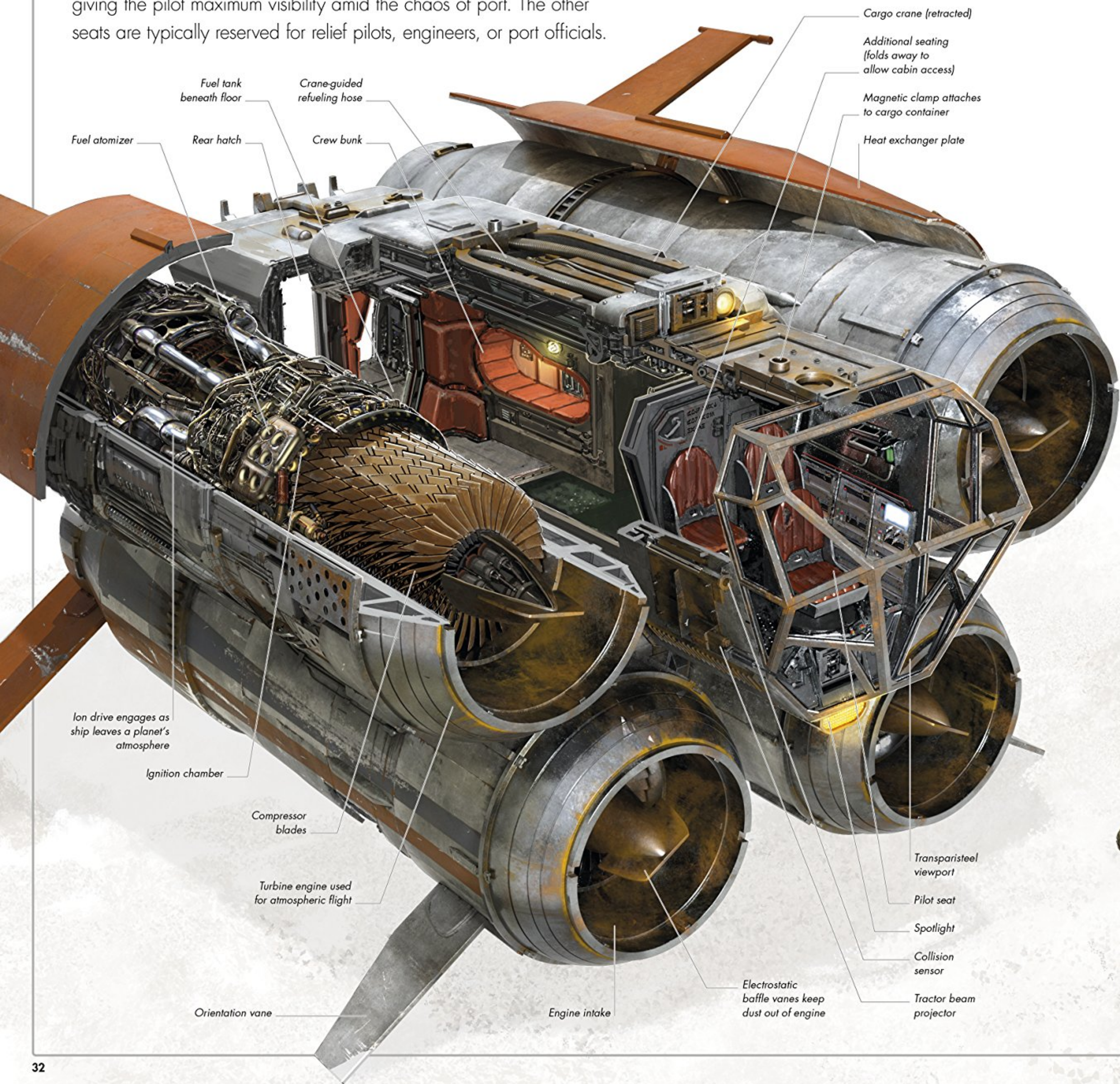
Phase one converter

QUADJUMPER

ORBITAL TRANSFER YARDS are busy places, where every second spent moving a freight container means credits lost from a shipping firm's bottom line. Quadjumpers attach magnetic clamps to the undersides of cargo containers, then use their quartet of massive thrusters to shove and yank the containers wherever the yard boss needs them to be. The quadjumper's bow cockpit is almost entirely viewports, giving the pilot maximum visibility amid the chaos of port. The other seats are typically reserved for relief pilots, engineers, or port officials.

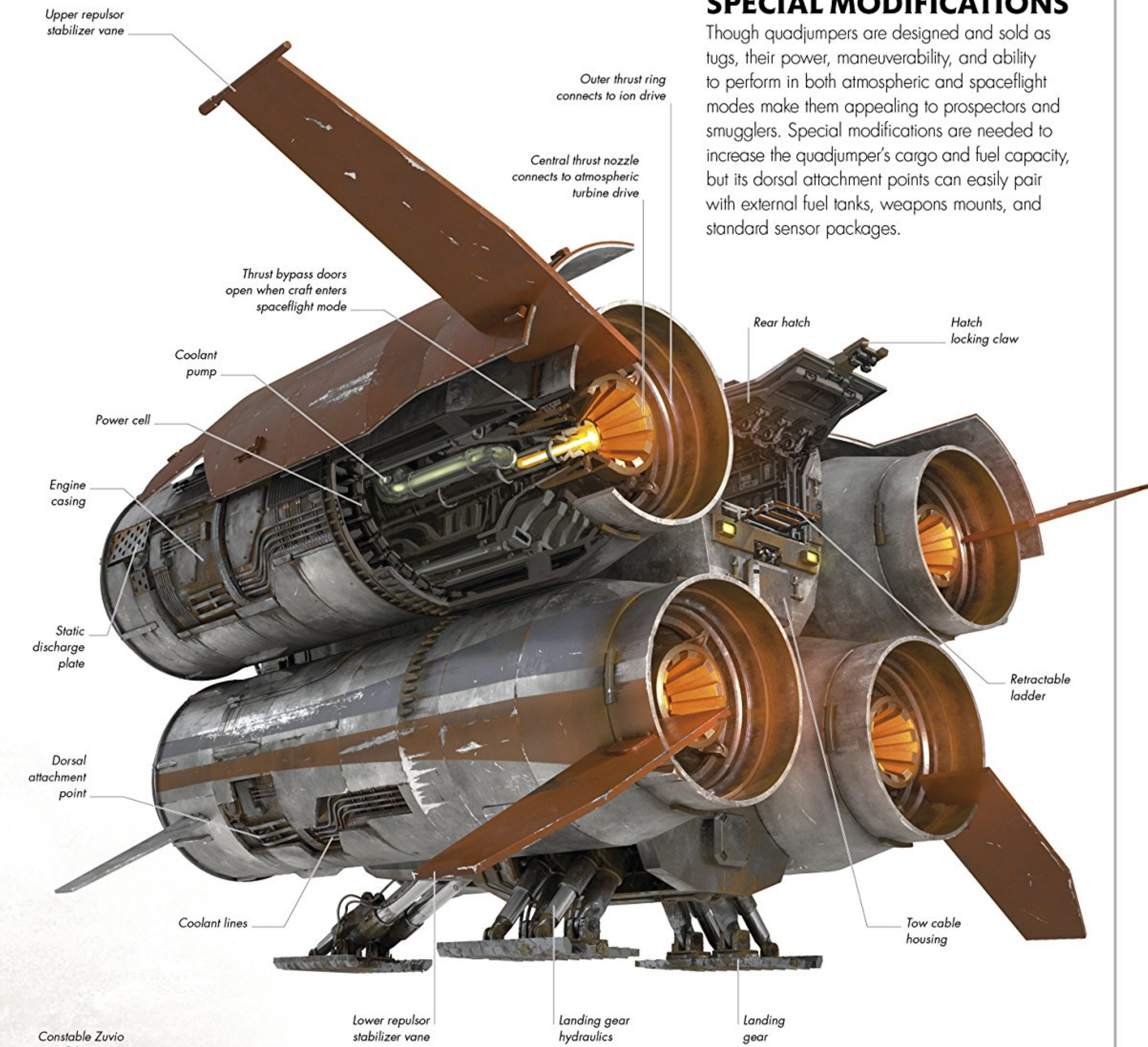
A TUGGER'S LIFE

Captains of bulk freighters boast of flying from one side of the galaxy to the other, but most are helpless when it comes to seeing cargo across the final few kilometers between their hulls and their customers' hands. That job falls to spacetug pilots, and depends on their skill with throttles, control yokes, and tractor-beam emitters. Spacetug pilots are noticed only when they're in the way, and take perverse pride in that fact.



SPECIAL MODIFICATIONS

Though quadjumpers are designed and sold as tugs, their power, maneuverability, and ability to perform in both atmospheric and spaceflight modes make them appealing to prospectors and smugglers. Special modifications are needed to increase the quadjumper's cargo and fuel capacity, but its dorsal attachment points can easily pair with external fuel tanks, weapons mounts, and standard sensor packages.



BIG PLANS?

Jakku is light-years from the nearest transfer yard—the Empire's orbital facilities were reserved for military use, and blasted into scrap decades ago. So what is an unmodified quadjumper doing out on the edge of the Unknown Regions? Junk dealer Unkar Plutt is planning to buy it from a team of junk haulers who moonlight as arms dealers, and talks vaguely of how credits will roll in once his plans for the craft are set in motion. In the meantime, the quadjumper sits in Niima's Outpost's Bay 3, next to the freighter Unkar keeps beneath a tarp.

DATA FILE

- > **MANUFACTURER** Subpro
- > **MODEL** Quadrijet transfer spacetug
- > **CLASS** Spacetug
- > **LENGTH** 7.98 meters (26.18 feet)
- > **CREW** 1 pilot, plus up to 2 passengers
- > **WEAPONS** None
- > **AFFILIATION** For sale

MILLENNIUM FALCON

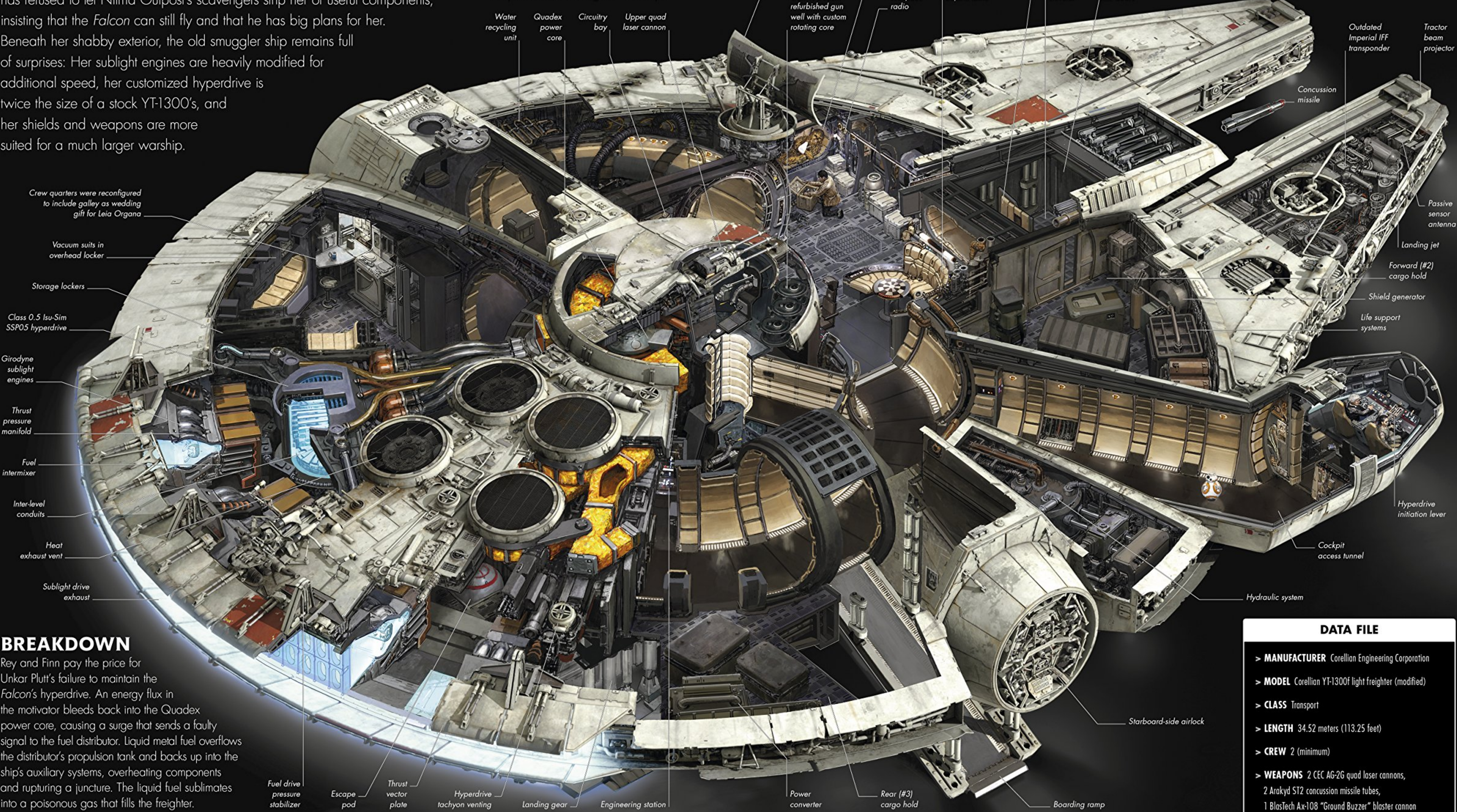
ONCE FAMOUS AS one of the galaxy's fastest starships, the *Millennium Falcon* has fallen on hard times, languishing beneath a tarp in Jakku's dilapidated spaceport. Unkar Plutt won't say how he acquired the battered freighter and has refused to let Niima Outpost's scavengers strip her of useful components, insisting that the *Falcon* can still fly and that he has big plans for her. Beneath her shabby exterior, the old smuggler ship remains full of surprises: Her sublight engines are heavily modified for additional speed, her customized hyperdrive is twice the size of a stock YT-1300's, and her shields and weapons are more suited for a much larger warship.

NEW PARTS

The *Falcon*'s military-grade rectenna snapped off during the Battle of Endor and has been replaced with a civilian model Corellian Engineering Corporation sensor dish, degrading the freighter's ability to detect and target hostile ships.

HUMBLE ORIGINS

The *Falcon*'s side-mounted cockpit and front-facing mandibles recall her origins as an intermodal tug pushing containers in orbital freight yards. But as with many YT-1300s, an enterprising captain saw that her powerful engines and modular construction made her ideal for carrying cargoes of dubious legality.



BREAKDOWN

Rey and Finn pay the price for Unkar Plutt's failure to maintain the *Falcon*'s hyperdrive. An energy flux in the motivator bleeds back into the Quadex power core, causing a surge that sends a faulty signal to the fuel distributor. Liquid metal fuel overflows the distributor's propulsion tank and backs up into the ship's auxiliary systems, overheating components and rupturing a juncture. The liquid fuel sublimates into a poisonous gas that fills the freighter.

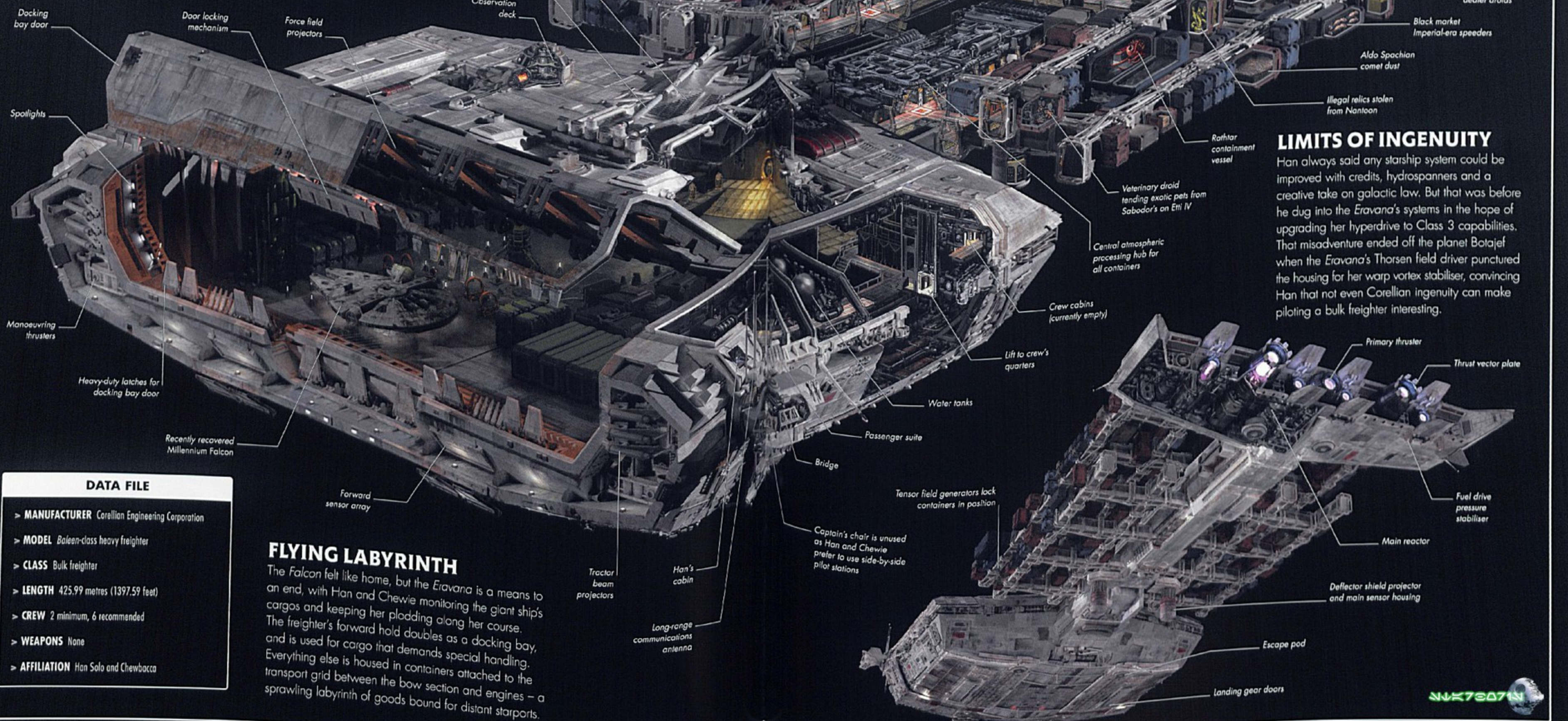
DATA FILE	
> MANUFACTURER	Corellian Engineering Corporation
> MODEL	Corellian YT-1300f light freighter (modified)
> CLASS	Transport
> LENGTH	34.52 meters (113.25 feet)
> CREW	2 (minimum)
> WEAPONS	2 CEC AG-2G quad laser cannons, 2 Arakyd ST2 concussion missile tubes, 1 BlasTech Ax-108 "Ground Buzzer" blaster cannon
> AFFILIATION	Unkar Plutt

HAN'S FREIGHTER

THE GALAXY REMEMBERS Han Solo and Chewbacca as the daredevil pilots of the *Millennium Falcon*, equally legendary as smugglers and rebel heroes. But that was a long time ago. The *Falcon* is gone, and has eluded every attempt by her former owners to track her down. Han and Chewie now operate the *Eravana*, a massive bulk freighter that handles like a concussed bantha. The Corellian and the Wookiee have made a fair amount of credits with their new ship, criss-crossing the galaxy carrying everything from bulk consumables needed by remote colonies to exotic fauna desired by wealthy collectors. They have also made more than a few enemies – the inevitable consequence of Han's dubious business practices.

MOVING CARGO

Bulk freighters such as the *Baleen*-class move huge amounts of cargo across the galaxy every day, and are essential to commerce. Built in orbital shipyards, they almost never enter a planet's atmosphere, docking instead at space stations and transfer yards to load and unload cargo. Most bulk freighters are owned by corporations, as few independent captains have the credits to acquire and maintain these giant craft.



DATA FILE

- > **MANUFACTURER** Corellian Engineering Corporation
- > **MODEL** *Baleen*-class heavy freighter
- > **CLASS** Bulk freighter
- > **LENGTH** 425.99 metres (1397.59 feet)
- > **CREW** 2 minimum, 6 recommended
- > **WEAPONS** None
- > **AFFILIATION** Han Solo and Chewbacca

FLYING LABYRINTH

The *Falcon* felt like home, but the *Eravana* is a means to an end, with Han and Chewie monitoring the giant ship's cargos and keeping her plodding along her course. The freighter's forward hold doubles as a docking bay, and is used for cargo that demands special handling. Everything else is housed in containers attached to the transport grid between the bow section and engines – a sprawling labyrinth of goods bound for distant starports.

LIMITS OF INGENUITY

Han always said any starship system could be improved with credits, hydrosponners and a creative take on galactic law. But that was before he dug into the *Eravana*'s systems in the hope of upgrading her hyperdrive to Class 3 capabilities. That misadventure ended off the planet Botajef when the *Eravana*'s Thorsen field driver punctured the housing for her warp vortex stabiliser, convincing Han that not even Corellian ingenuity can make piloting a bulk freighter interesting.

HEROES OLD AND NEW

Reunited with their beloved *Millennium Falcon*, Han Solo and Chewbacca find new perils await them, born of a painful past. But new heroes have joined the fight against the forces that threaten the galaxy.

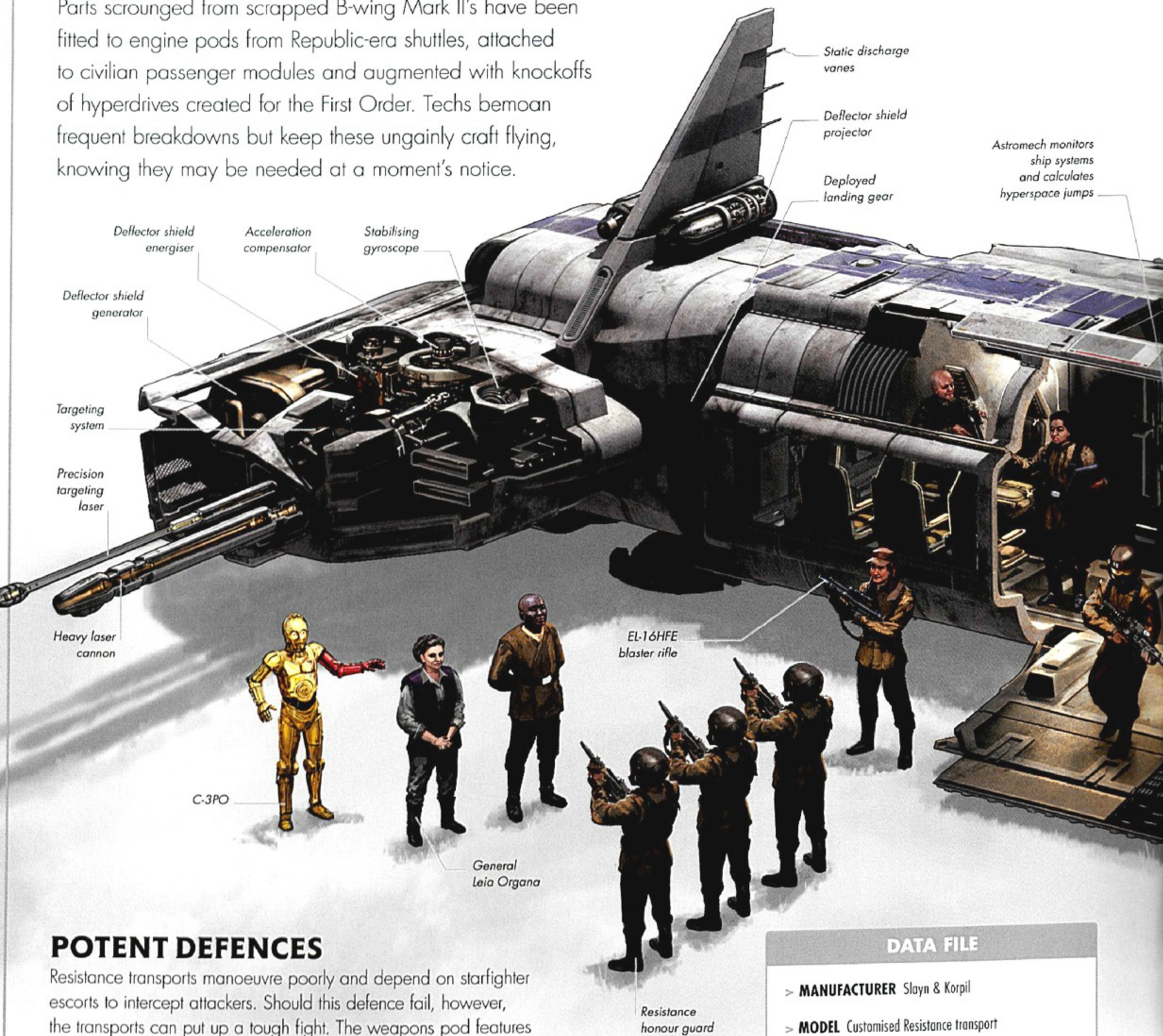


RESISTANCE TRANSPORT

THE ODD APPEARANCE of the Resistance's transports reflects their unorthodox origins and construction. The craft have been cobbled together by Resistance technicians from a hotchpotch of systems bought, begged and stolen. Parts scrounged from scrapped B-wing Mark II's have been fitted to engine pods from Republic-era shuttles, attached to civilian passenger modules and augmented with knockoffs of hyperdrives created for the First Order. Techs bemoan frequent breakdowns but keep these ungainly craft flying, knowing they may be needed at a moment's notice.

CIVILIAN COMPARTMENTS

Resistance transport passengers ride inside two modular compartments connected and encased within a shell of surplus hull plating. Such compartments are commonly found in a variety of configurations aboard freighters and cut-price starliners catering for travellers on a tight budget. Resistance troops and commanders alike share space with gear lockers and astromech droids, enduring the rough ride with whatever good humour they can muster.

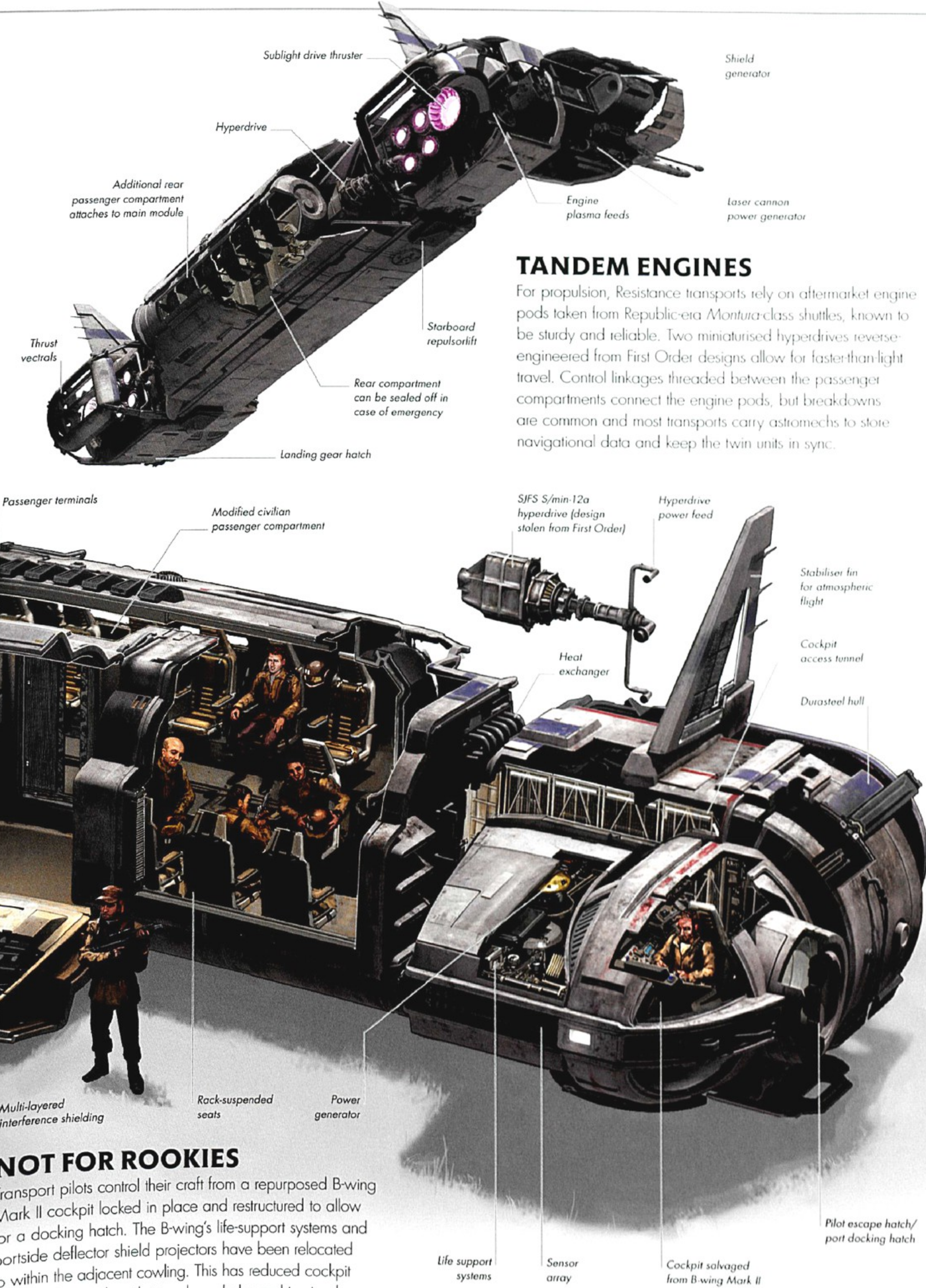


POTENT DEFENCES

Resistance transports manoeuvre poorly and depend on starfighter escorts to intercept attackers. Should this defence fail, however, the transports can put up a tough fight. The weapons pod features surplus B-wing ordnance, combining a heavy laser cannon with a precision targeting laser. Some transports add an ion cannon and proton torpedo launcher to this pod, and a mount beneath the cockpit can accommodate two auto-blasters. Deflector shield projectors removed from B-wing nacelles protect the cockpit and weapons pod, with their overlapping fields shielding the passenger compartments.

DATA FILE

- > **MANUFACTURER** Slayn & Korpil
- > **MODEL** Customised Resistance transport
- > **CLASS** Transport
- > **WIDTH** 16.18 metres (53.08 feet)
- > **CREW** 1 pilot plus up to 20 passengers
- > **WEAPONS** 1 Gyrhil R-9X heavy laser cannon (standard)
- > **AFFILIATION** Resistance



TANDEM ENGINES

For propulsion, Resistance transports rely on aftermarket engine pods taken from Republic-era *Montura*-class shuttles, known to be sturdy and reliable. Two miniaturised hyperdrives reverse-engineered from First Order designs allow for faster-than-light travel. Control linkages threaded between the passenger compartments connect the engine pods, but breakdowns are common and most transports carry astromechs to store navigational data and keep the twin units in sync.

NOT FOR ROOKIES

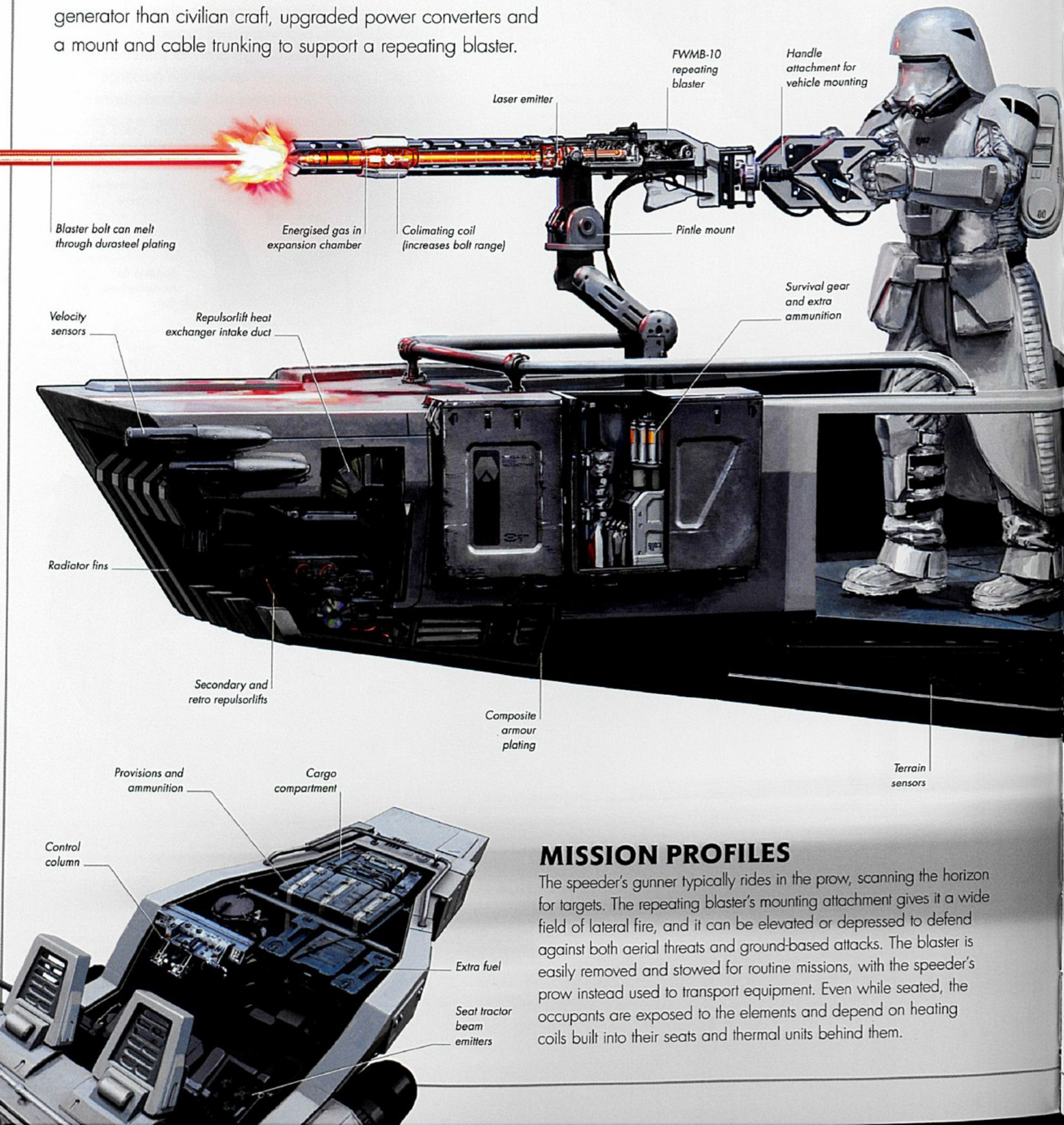
Transport pilots control their craft from a repurposed B-wing Mark II cockpit locked in place and restructured to allow for a docking hatch. The B-wing's life-support systems and portside deflector shield projectors have been relocated to within the adjacent cowlings. This has reduced cockpit visibility, forcing the pilot to rely on holographic visual displays and a sensor suite to see the surrounding terrain.

SNOW SPEEDER

THE FIRST ORDER USES these versatile light utility vehicles for a range of missions on the Starkiller Base, from patrolling the perimeter to resupplying outlying stations with equipment. The snow speeder is a simple and rugged model: basically a pair of seats, a platform for cargo, repulsorlifts and two turbines. Similar speeder trucks are a common sight on many worlds, but the military model favoured by the First Order has a higher-capacity generator than civilian craft, upgraded power converters and a mount and cable trunking to support a repeating blaster.

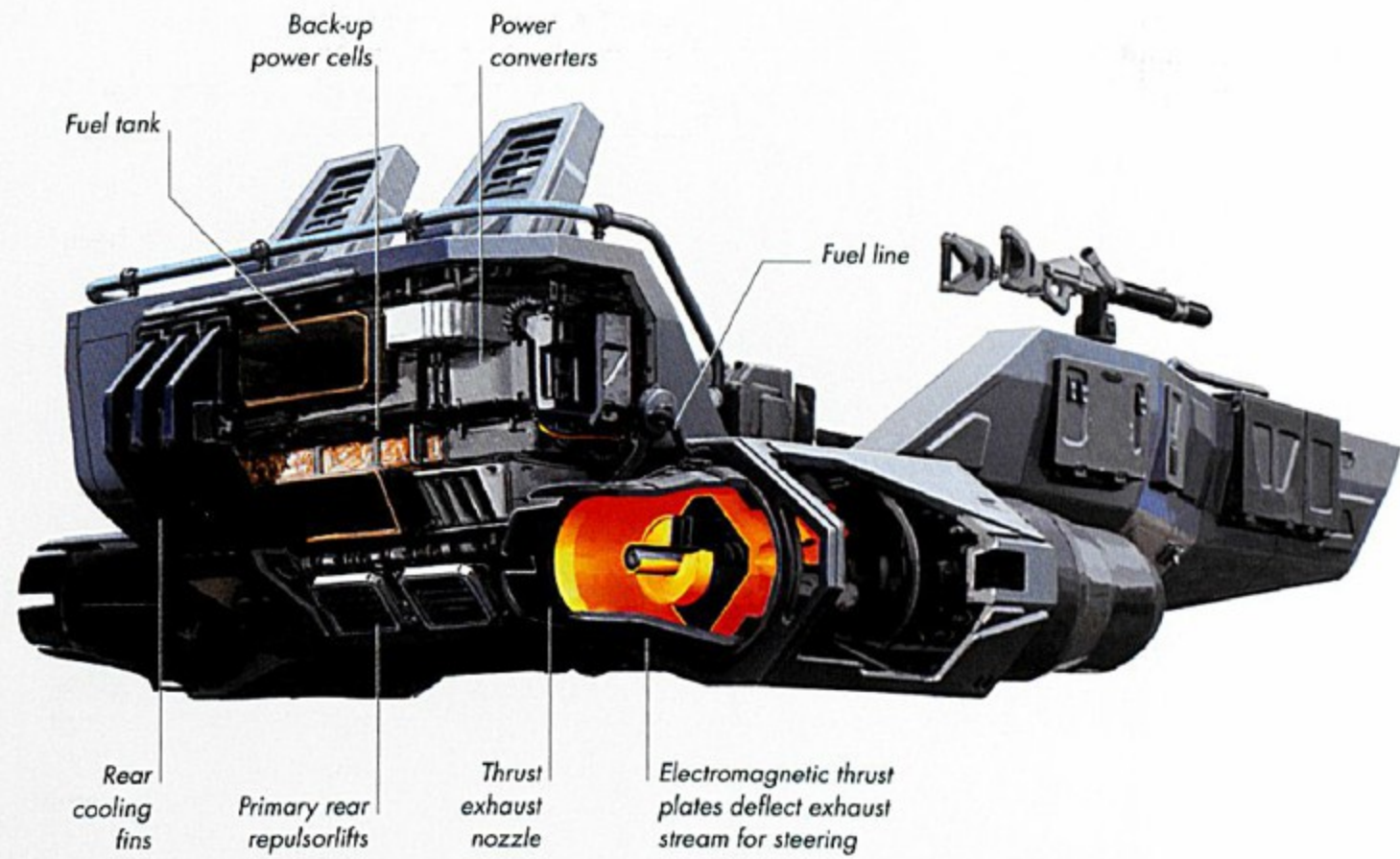
TOUGH ENOUGH

Temperature extremes are tough conditions for repulsorlift craft. Radiator fins dissipate the heat produced by power generators, but can fail to keep up in hot climates and shed too much heat in cold ones, resulting in generators burning out or locking up. The rugged snow speeder required little adaptation for the Starkiller Base, however: its radiator fins were insulated to dampen the heat exchange and electrostatic baffles were added to keep ice particles out of the turbine intakes.



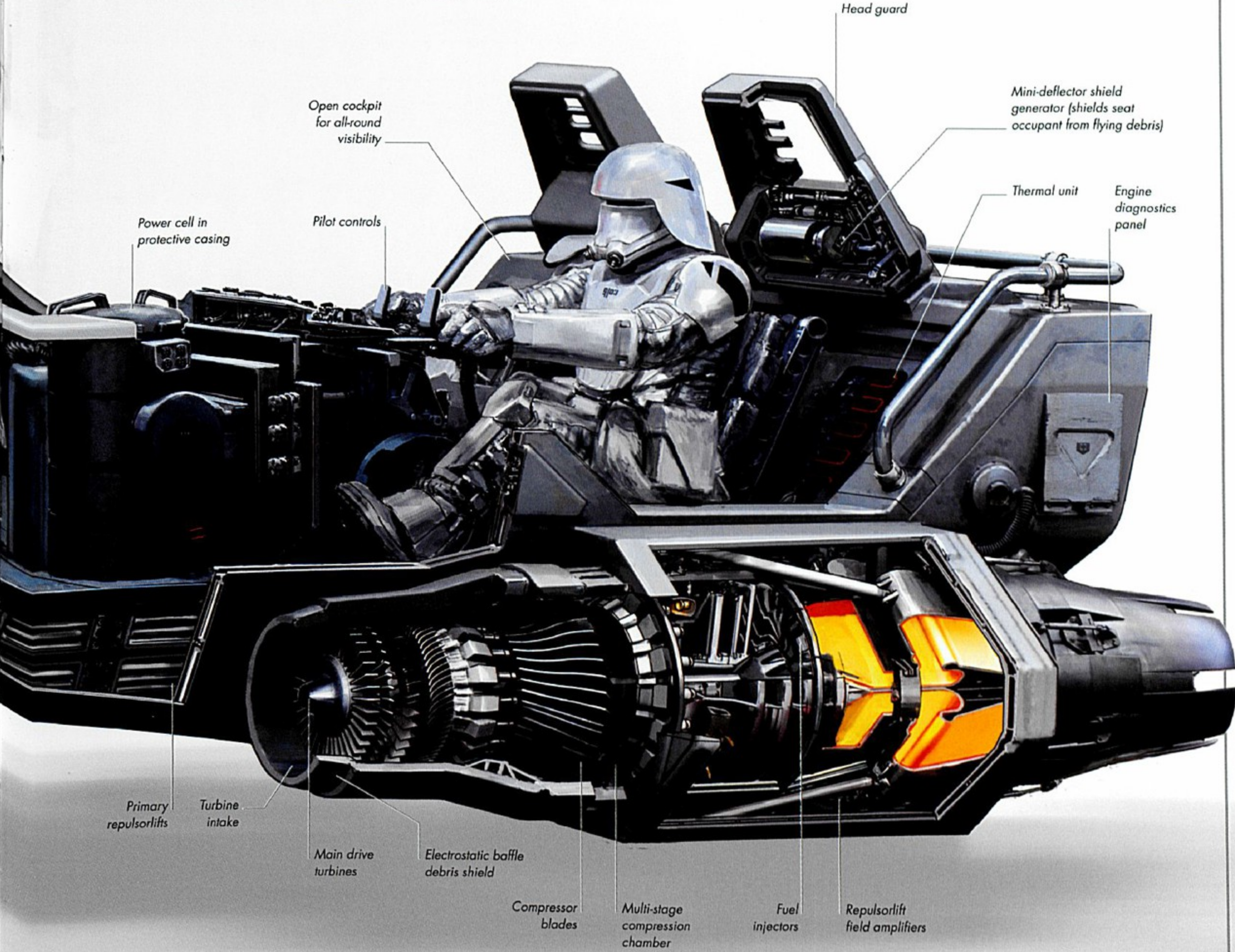
MISSION PROFILES

The speeder's gunner typically rides in the prow, scanning the horizon for targets. The repeating blaster's mounting attachment gives it a wide field of lateral fire, and it can be elevated or depressed to defend against both aerial threats and ground-based attacks. The blaster is easily removed and stowed for routine missions, with the speeder's prow instead used to transport equipment. Even while seated, the occupants are exposed to the elements and depend on heating coils built into their seats and thermal units behind them.



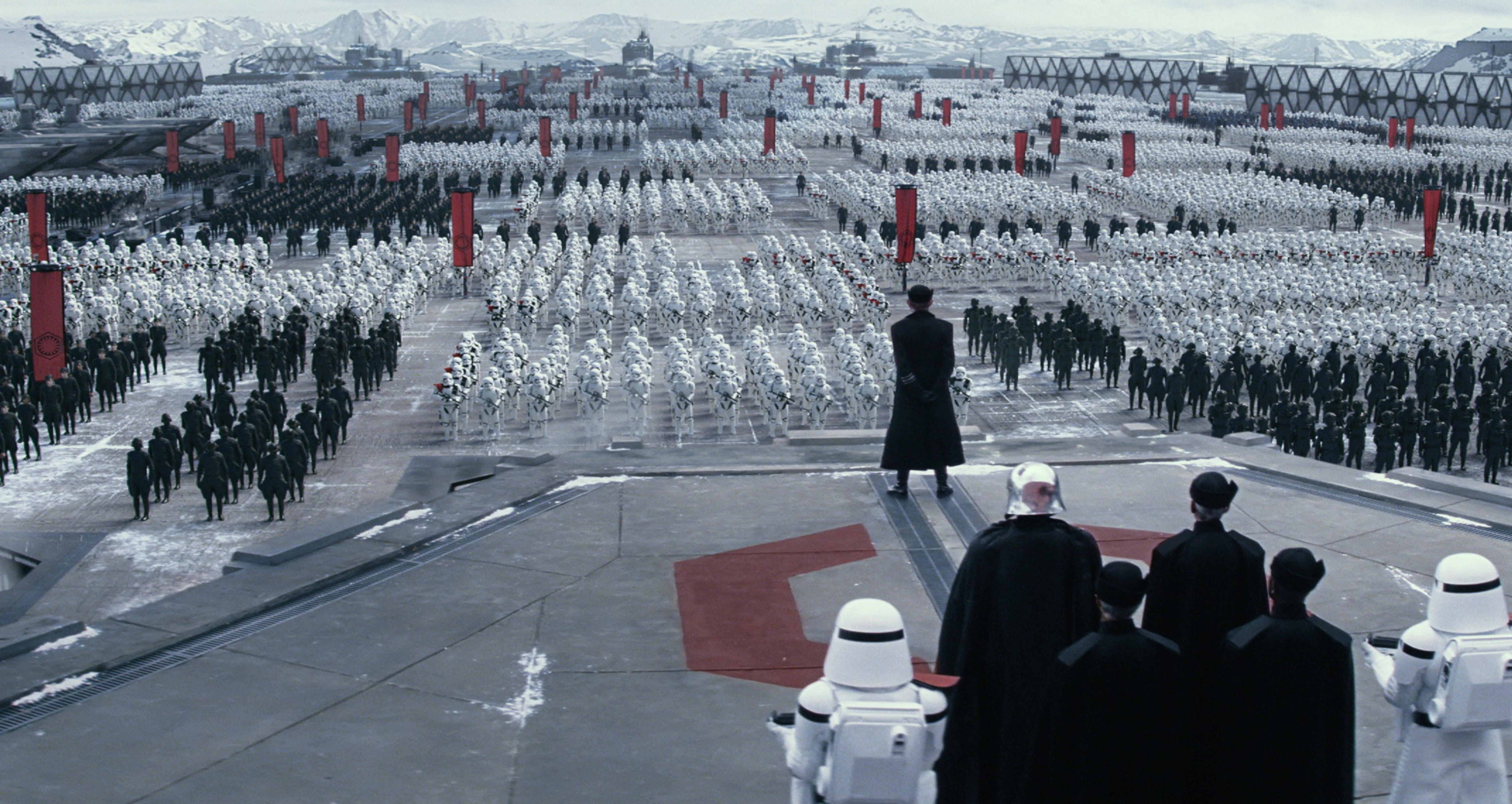
DATA FILE

- > **MANUFACTURER** Aratech-Loratus Corporation
- > **MODEL** Light Infantry Utility Vehicle (LIUV)
- > **CLASS** Speeder
- > **LENGTH** 5.33 metres (17.47 feet)
- > **CREW** 2 (standard complement) or 3 (maximum)
- > **WEAPONS** 1 FWMB-10 repeating blaster
- > **AFFILIATION** First Order

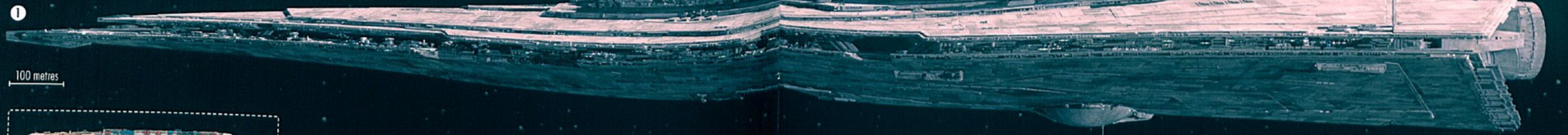


RESURRECTION OF EVIL

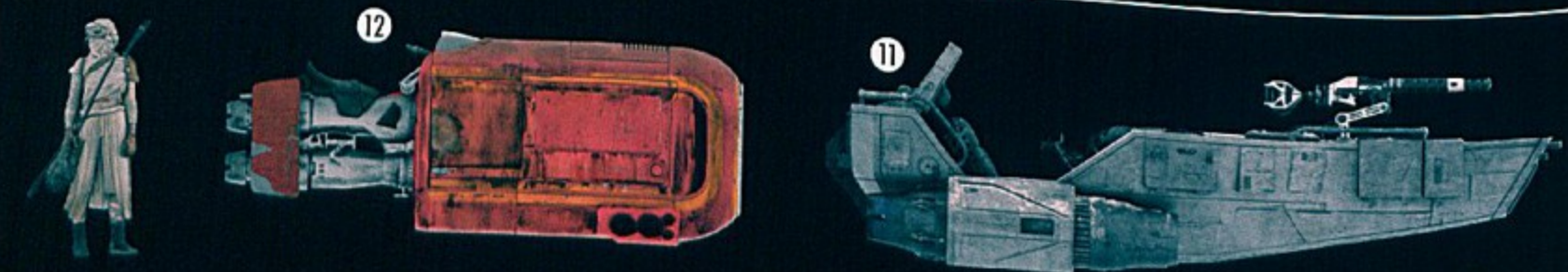
On a frigid world deep in the galaxy's Unknown Regions, the commanders of the First Order review their loyal troops, promising that the weak and corrupt New Republic will soon be swept away.



SIZE COMPARISON

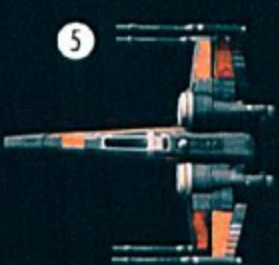
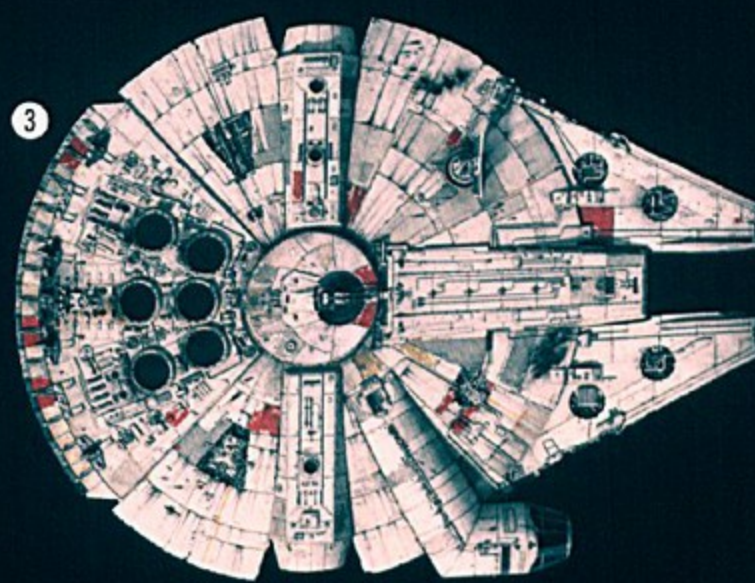


100 metres



1 metre

10 metres



- 1. **Finalizer** Length 2,915.81 metres
- 2. **Han's freighter** Length 425.99 metres
- 3. **Millennium Falcon** Length 34.52 metres
- 4. **Command shuttle** Height 37.2 metres

- 5. **Poe's X-wing** Length 12.48 metres
- 6. **TIE fighter** Length 6.69 metres
- 7. **SF TIE fighter** Length 6.69 metres
- 8. **Stormtrooper transport** Length 17.83 metres

- 9. **Resistance transport** Width 16.18 metres
- 10. **Quadjumper** Length 7.98 metres
- 11. **Snow speeder** Length 5.33 metres
- 12. **Rey's speeder** Length 3.73 metres



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